

WHAT’S IN THE BOX?

This box contains everything you need to start playing **Warhammer Age of Sigmar: Soulbound**. It includes:

Faltering Light: This is where your adventure begins. Grab some friends and play through an exciting plot set in Brightspear. This book introduces the rules of **Soulbound** and provides step-by-step advice for how to play the game. If you intend to be a player and not a GM, this book is full of spoilers — so you shouldn’t read it!



Brightspear City Guide: This book provides a comprehensive guide to the newly reclaimed city of Brightspear. It contains details about the city’s dark history, its people and culture, and describes over seventy unique locations.

Character Sheets and a Party Sheet: 5 characters players should read the front and choose a character to play. The Party Sheet is used for tracking shared information and resources (it’s on the back of this booklet!).



Dice: **Soulbound** uses six-sided dice during play (also called d6s). **Faltering Light** explains how and when to use them. To speed things up, each player may want their own set of dice.

Tokens: This set of tokens is used for tracking in-game resources called Mettle, Soulfire, and Doom. Each player should take a number of Mettle tokens equal to the Mettle listed on their character sheet. The GM should place one Soulfire per party member (except Vel who, as a Stormcast Eternal, has a direct connection to Sigmar and doesn’t generate Soulfire) on the Party Sheet and and 1 Doom token.



Reference Sheets and Maps: The reference sheets summarise some of the key rules of **Soulbound**, such as Tests, combat, and spellcasting. The two-sided map shows the city of Brightspear on one side and Aspiria on the other.



WHAT IS WARHAMMER AGE OF SIGMAR: SOULBOUND?

You and your friends take on the role of Soulbound heroes, tasked with defending the Mortal Realms. You will face down monstrous daemons and terrifying undead as you desperately struggle to prevent the realms from falling into ruin. Your actions have consequences, and the choices you make will shape the destiny of the Mortal Realms. If you fail, the realms will fall into an age of Chaos, Destruction, and Death.

WHAT IS THE AGE OF SIGMAR?

Warhammer Age of Sigmar is a mythic fantasy setting where gods and monsters wage endless war in eight near-infinite realms. The realms have known three ages: the Age of Myth, a time of great empires and impossible magic; the Age of Chaos, when the realms were plunged into centuries of blood and darkness, and daemons roamed the lands; and the Age of Sigmar, when the God-King Sigmar returned with his Stormcast Eternals and brought hope back to the world.

Then Nagash, the God of Death, unleashed the Necroquake. Daemons and undead now roam the lands and nowhere but the great Cities of Sigmar are safe. Now, on the brink of an Age of Death, the Mortal Realms need you!

WHO ARE THE SOULBOUND?

The Soulbound are an ancient order from the Age of Myth, reborn in a time of utmost need. They are heroes tasked by the gods themselves with defending the Mortal Realms. The Soulbound are drawn from across the realms, from every Species and culture, to come together as a beacon of hope to unite the people of the realms. To be Soulbound is to have your essence entwined with others, binding your souls together until death. This connection allows the Soulbound to draw upon each other’s essence, pushing themselves to tasks that a single mortal could not achieve.

Though they are chosen of the gods, the Soulbound have their own goals and motivations — some far less altruistic than you would expect.

WHAT DO I NEED TO PLAY?

Inside this box you’ll find everything you need to play **Soulbound**. It’s also a good idea to have some pencils, an eraser, and some scrap paper — and maybe some snacks!

HOW DO I PLAY?

Most of the players take on the role of one of the Soulbound by choosing one of the five pre-made characters. Each character sheet has details about the character, who they are, their goals, and what they can do. Once you’ve picked your character, you will decide everything they say and do, describing their actions as you play through the adventure. One player will take on the role of **Gamemaster (GM)**.

WHAT IS A GM?

Playing **Soulbound** is like telling a story — the players are the protagonists and the GM is the narrator. The GM describes the world and the people in it, guides the heroes through the story, and narrates the outcome of the players’ actions. The GM has one of the most important — and rewarding — roles in the game. They are responsible for reading the rules in advance and explaining them to the players, if required. **Faltering Light** contains advice for the GM on running the game, adjudicating the rules, and telling exciting stories in the Age of Sigmar.

HOW DO WE GET STARTED?

The adventure **Faltering Light** is written so that you can start playing straight away. It is designed to teach you the rules as you play. The GM may also want to read through the **Brightspear City Guide**, which contains a wealth of information on the city of Brightspear, where your adventure begins. Players should avoid reading the **Brightspear City Guide** and **Faltering Light** — both books contain secret information about the world and you wouldn’t want to spoil the surprise! While the GM is reading through the adventure, players should look through the pre-made characters and decide who they want to play. Once that’s done and the GM is ready, it’s time to play!



THE MORTAL REALMS

Soulbound takes place in the Mortal Realms — eight unique realms formed from the raw energies of creation. The realms are connected by vast interdimensional pathways known as realmgates. The eight Lores of Magic are drawn from the energies of the realms, and each Lore’s power reflects the essence of that realm.

Aqshy, the Realm of Fire, is a sweltering land of passion and emotion, where the people are as fiery as their surroundings. This is where your adventure takes place. The Bright magic of Aqshy is one of flames and burning passions, of fireballs and fury.

Azyr, the Realm of Heaven, is part of the glittering firmament above all other realms, and is the seat of the God-King Sigmar. The Celestial magic of Azyr holds the power of the unknown, of storms, and of the stars themselves.

Chamon, the Realm of Metal, is a place of transience and constant change, where the lands are imminently mutable. The Gold magic of Chamon concerns metallurgies and transmutations.

Ghur, the Realm of Beasts, is a land of harsh landscapes and jagged mountains where everyone is both predator and prey. The Amber magic of Ghur is feral and violent.

Ghyran, the Realm of Life, is a land of constant growth, of cycles of death and rebirth, where life swells and abates continuously with the turning of dozens of seasons. The Jade magic of Ghyran is the magic of growth, healing, and the power of nature.

Hysh, the Realm of Light, is the dazzling sun of the realms that is entwined with its twin Ulgu. It is a place of great knowledge and foresight, where the truth can be blinding.

Shyish, the Realm of Death, is a land of endings and silent decline, where the dead far outnumber the living. It is the realm of the Undying King, Nagash. The Amethyst magic of Shyish is the chill of the grave, of endings and death.

Ulgu, the Realm of Shadow, is the dark moon of the realms that is entwined with its twin Hush. It is a place of secrets and lies, where the laws of logic hold little sway. The Grey magic of Ulgu is the lore of phantasms, ruses, and illusion.

Beyond the eight Mortal Realms exists the **Realm of Chaos** — an infernal plane of daemons and Dark Gods. It is from this vast hellscape that the hordes of Chaos draw their strength and lay siege to the other realms.

Within the Realm of Chaos, each of the Dark Gods has their dominion — the blood-soaked battlefields of the Blood God, Khorne; the diseased lands of Nurgle, the Plaguefather; the ever-changing land of mutation and madness, home to Tzeentch, the Changer of Ways; the Dark Prince Slaanesh’s domain of pleasure and excess; and Blight City, an enormous metropolis infested with the verminous Skaven.

READ THIS FIRST!

The image is a highly detailed, vertical illustration of the Sigmar symbol, a key icon of the Warhammer Fantasy universe. At the center is a metallic, spherical object resembling a helmet or a celestial body, featuring a prominent red gemstone at its top and a blue gemstone at its bottom. This sphere is encased within a golden, ornate frame that has a jagged, lightning-bolt-like top. Radiating from this central assembly are several sharp, silver, lightning-bolt-shaped spikes. A blue banner with a gold border, bearing the word 'SIGMAR' in white, stylized capital letters, is draped across the middle of the symbol. Below the banner, a blue ribbon with a white border is wrapped around a central golden pole; the ribbon features a white 'C' and a white lightning bolt. The entire symbol is set against a dark, textured background with faint, golden, circular patterns.